

KING OIL

T.M.



INSTRUCTIONS

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There are fortunes to be made and lost in oil. Rich one moment and poor the next, or poor and then suddenly rich.

KING OIL is a game in which each player buys properties, drills for oil, invests his profits in new properties, installs pipelines into other properties, collects royalties to become so powerful that he becomes **KING OIL** and wins the game.

THE GAME BOARD:

The playing area consists of properties and their purchase price. Each property has holes for drilling. There are three discs concealed in the base that allow for hundreds of combinations which will determine your success when you drill for oil. These discs are changed each time a new game is played. The location of dry hole wells and producing wells is never the same in any game. The discs, when turned by knobs in the opening at the front of the base, click into position and that position is not changed for that game.



RIG

GAME PARTS:

DRILL (REFERRED TO AS "RIG"): This device is placed in a hole with four possible results: a dry well which produces no oil, and wells of three different depths with costs varying according to depth. See instructions and illustrations under DRILLING.



DERRICK

OIL WELLS: Each player has oil derricks of his color. If the Drill Rig shows a producing well, then he removes the Rig and places a derrick in this well.

WELL CAPS: If the Rig fails to display any color at the top, then the player has a dry well. He removes the Rig and covers this hole with a Well Cap.

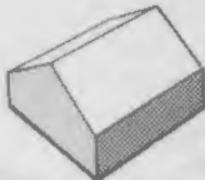


CAP



PIPELINE

PIPELINES: Each player has pipelines of his color to connect his oil field to a joining property and so forcing the owner of that property to pay him royalties.



SHED

TOOL SHEDS: Small houses of each player's color are placed on properties just purchased by a player. The presence of a shed always tells who owns a given property.

PARTS BOX: Each player has a parts box in which to store his color parts (described above) for use during the game.

CARDS: There are 32 WILDCAT cards that contain information that governs the game play which must be followed. These cards are shuffled before play begins and anytime during the game when the last card has been drawn.

MONEY: There is a supply of \$500, \$1,000, \$5,000 and \$10,000 bills to be distributed to each player and to the Bank.

PREPARATION:

1. Each player is given \$80,000 in bills, Four \$500, Eight \$1,000, Four \$5,000 and Five \$10,000.
2. Each player places his parts box, containing all parts of his color near him to be used in the play of the game.

3. Each player picks a property on the board. The properties are numbered and the price is printed in that area. The payment for that property is made to the BANK. Each player places a tool shed of his color on that property to show ownership.
4. The player paying the most money for his property goes first. If a tie, the next highest goes first, and play thereafter will be clockwise.
5. The 3 disc knobs exposed in the opening at the front of the KING OIL game are turned at random and click into position lining up the knobs. Once a combination has been set, THESE KNOBS MUST NOT BE TURNED AGAIN DURING THAT GAME. They are reset again for the next game. Any new setting will change the position of oil fields on the board.

TO PLAY:

1. Each player in turn draws a WILDCAT card from the freshly shuffled pack and follows the instructions on that card from TOP TO BOTTOM. All cards have three sections except the two FIRE CARDS. Each player completes the instructions in order on the card he has drawn before the next player draws a WILDCAT card.
 - A. 1. TOP SECTION: Tells the amount of payment of royalty a player can receive for his PRODUCING oil wells, or whether he receives an oil depletion allowance.
 2. CENTER OF CARD: Drilling. Tells the player how many wells he may drill in that turn. He must announce the number he intends to drill BEFORE starting to drill, and he MUST drill at least ONE hole every time as announced except when he draws a FIRE CARD.
 3. BOTTOM SECTION: Buying Property. This section tells whether land is available for purchase at this time and gives that player the option to buy property at this time. His choice to buy can only be made AFTER his drilling that turn has been completed. HE MUST DRILL BEFORE BUYING PROPERTY.

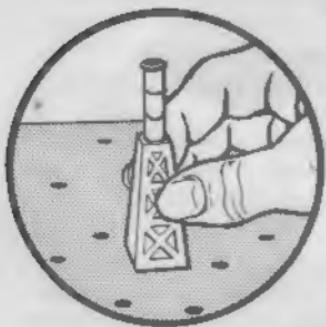
B. FIRE CARD: If this card is drawn, the player must remove the required number of PRODUCING oil wells from his properties of his choice to reach the total penalty required. He replaces each with a well cap. These wells now become non-producing, dry wells.

2. DRILLING: When a card is drawn, the player first receives any payment due him from the BANK. (This shown on the top section of the card.) Then he must announce how many of the oil wells he intends to drill. HE MUST DRILL ONE WELL, but he may drill as many as his card allows him to drill.

A. TO DRILL: The player places his Oil Rig in an empty hole on any property he owns. The bottom of the Rig should rest on the board over the hole. He may drill his announced number of holes on one property or on any properties he may own. Example: If permitted to drill four wells, he may drill four on one property, or, one each on four properties, or any combination which is not greater than the number previously announced.

B. THE RIG will register by exposing the colored areas on top of the rig. (opponents may verify).

1. When the colors do not show at all, after the Rig is placed in the hole, it means it is a dry hole and \$6,000 must be paid to the BANK. This hole is capped with a well cap and cannot be used again.



C. STRIKING OIL (GUSHERS):

1. If all THREE COLORS are exposed when a drill rig is inserted in a hole, it means oil has been struck at a shallow level and the cost of drilling is \$2,000 paid to the BANK.

2. If TWO COLORS are exposed, the cost of drilling is \$4,000, paid to the BANK.



3. If ONE COLOR shows, the cost of drilling is \$6,000 paid to the BANK.

4. If oil is struck on any level, an oil derrick is placed in that hole and this becomes an oil-producing well.

PENALTIES:

1. If, by error, a player drills on another player's property, that player pays the BANK for the drilling. The derricks or caps belong to the player owning the property.
2. If by error or intentionally a player drills on property not owned by anyone he:
 - a. Pays the bank for drilling.
 - b. Removes any markers (derricks or caps) he may have put on the board.
 - c. Pays a fine of \$10,000 to the bank for trespassing.
 - d. Ends his turn. He cannot drill more wells or purchase property in that turn.
 - e. Owns the property and markers if the mistake is not realized by another player BEFORE the next card is drawn. He owns the property without paying for it or paying a fine.
3. When a player is forced to drill because he is so instructed by the center section of his WILDCAT card and there are no empty holes in any of his properties, then he must pay a \$10,000 penalty to

the BANK for not planning ahead and not purchasing property. He will pay this penalty every time his turn comes up as long as he has no place to drill.

PIPELINES:

A pipeline can bring additional royalties to a player who owns one. These royalties do not come from the BANK but must be paid by the opponents whose properties are joined to your property by the placement of the pipeline. These royalties are paid to the owner of the pipeline by the opponent each turn BEFORE the opponent draws a card.

1. To start a pipeline a player must have at least FOUR producing oil wells on that one piece of property from which he intends to install a pipeline.
2. The cost of a pipeline is \$25,000 and is paid to the BANK. The owner of a pipeline may now place his pipeline only to a bordering property.
3. A second pipeline can be installed from the same property as the first to the same opponent's property or to another bordering property if his property has FIVE producing oil wells on it. An additional \$25,000 must be paid to the BANK.
4. A third pipeline can be installed to a bordering property if SIX producing oil wells exist on the original property and another \$25,000 is paid to the BANK.
5. A maximum of 3 pipelines can originate from any one property.
6. Royalties from pipelines are paid each turn by the player being serviced by the pipeline to the owner of that pipeline. (See PIPELINE.) He pays royalties only for producing wells on the property being serviced by the pipeline.
 - A. One pipeline into one property — \$1,000 for each producing well.
 - B. Two Pipelines into one property — \$3,000 for each producing well.
 - C. Three pipelines into one property — \$5,000 for each producing well.
7. Once a pipeline has been placed in position, it cannot be moved.

8. Once a pipeline is installed to an adjoining property, the player owning that property cannot install a pipeline from that property back to the property where the first pipeline originated. He could, meeting the conditions, install a pipeline from that property to another property or from another property to the property where the pipeline originated.

RUNNING SHORT OF CASH:

1. A player who cannot meet his obligation is **BANKRUPT** and out of the game.
 - A player with less than \$6,000 may take a chance and hope to strike a well for the amount he has.
2. A player may not borrow or mortgage property through the BANK or another player. He may, however, sell property with or without oil wells to any other player.
3. Whenever there is a change of ownership of any property, the new owner may show his ownership of that property by placing caps or derricks of his color or a shed of his color on that property.
4. A **BANKRUPT PLAYER** is out of the game and his properties are auctioned off by the BANK as is, with all wells, pipelines and caps on the property at the time of bankruptcy. The BANK will auction to the highest bidder in increments of \$500.
 - A. The new owner must pay all obligations that exist on that property in his turn (including pipelines, if any).
 - B. However, all royalties from that property will belong to the new owner.
 - C. If nobody buys the auctioned property, that property is closed.

WINNING THE GAME:

1. The last player to survive is the winner of the game and he is named **KING OIL**.
2. If there is no money left in the BANK, the game ends. Each player totals the value of his properties plus the value of his producing wells at \$4,000 each, his pipelines at \$25,000 each and the money he has on hand. The player with the highest total wins the game and becomes "KING OIL."